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3 [4]	A rectangular area filling display system architecture  Daniel S. Whelan  Proceedings of the 9th annual conference on Computer graphics and interactive techniques July 1982  A display system architecture which has rectangular area filling as its primitive operation is presented. It is shown that lines can be drawn significantly faster with this architecture than with a pixel display system. The rendition of filled boxes is also faster showing an O(n2) speed improvement. Furthermore filled polygons can be rendered with an O(n) speed improvement. The design and implementation of th	77%
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James C. Lin

Wireless Networks November 1997

Volume 3 Issue 6

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